**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

# **GAME DESIGN DOCUMENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Plane* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *Arrow keys/ wasd* | | makes the player   |  | | --- | | *go up and down* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Bombs, flying objects, gold and heart* | appear | | from   |  | | --- | | *The right side of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid the bombs and the flying objects, try to collect the gold and the heal* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When collecting a gold, collecting a heal and hitting a object or bomb* | | and particle effects   |  | | --- | | *When collecting gold or heal. Hitting a bomb.* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The plane will be flying faster* | | making it   |  | | --- | | *Harder for the player to avoid the bombs and flying objects* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *The player collects a gold.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Jetgold* | will appear | | | and the game will end when   |  | | --- | | *The player hits a bomb or has no lives left* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | | *The lives will decrease if you hit a flying object, but if you hit the bomb you die immediatly.* | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Creating the project and being able to move the character up and down* | | |  | | --- | | *04/03* | |
| **#2** | |  | | --- | | * *The bombs, objects, gold and the heart moves from right to left, and the player can collect them or either die.* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *The player can start the game by clicking on the space button.* * *The functions of the objects are working properly.* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *The game gets harder as it goes on. The bombs will spawn more often* * *If the player collects 25 golds the game is over* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *The score and the lives are visible. There is a text at the end of the game and at the beginning.* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *There is a level 2* * *Level 2 has different objects that effects the game* | | |  | | --- | | *mm/dd* | |

# **Project Sketch**

